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SEGA™

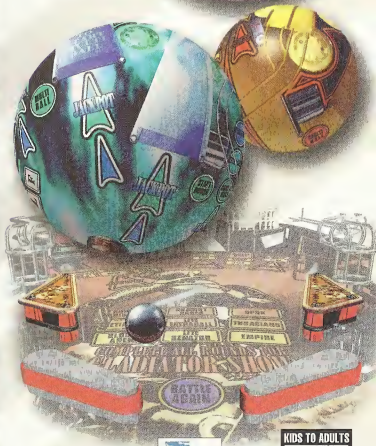


SEGA SATURN™

T-4804H

# LAST GLADIATORS

## DIGITAL PINBALL



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



AGES 6+

#### HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



#### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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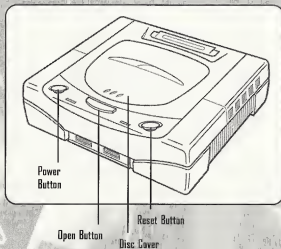
01

# LAST GLADIATORS

## DIGITAL PINBALL

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# GETTING STARTED



1. Set up your Sega Saturn™ Game System according to its instruction manual. Plug in a Control Pad.
2. Insert the *Last Gladiators Digital Pinball* disc and close the CD door.
3. Turn the Saturn game system On. Following the opening screens, press the **Start Button** to go directly to the Title Screen. Press the **Start Button** again to access the Main Menu.

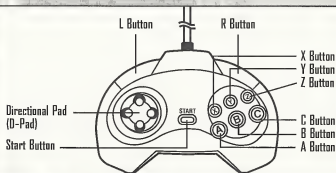
## TAKE CONTROL!

### Directional Pad (D-Pad)

- Moves left flipper
- Makes selections in game menus

### Start Button

- Starts the game
- Pauses game/resumes game when paused



### A, B, C, X, Y, and Z Buttons

- Launches ball
- Moves right flipper

### L and R Buttons

- Nudges playfield

**Note:** These are the default functions of the Directional Pad. Button configurations can be changed (see *Controller*, pg. 4).

## MAIN MENU

Choose one of these four fast-action, pinball games:

### LAST GLADIATORS

Travel back to first century Rome, where gladiators sacrifice their lives for the entertainment of the emperor. Step into the arena and fight for glory and survival!

### KNIGHT OF THE ROSES

As the legendary 16-century Knights of the Roses, you hold the fate of the kingdom in your hands. A side variety of high-speed countdowns aid you on your quest for the highest score.

# MAIN MENU

## DRAGON SHOWDOWN

As a proud samurai warrior, battle the Descendants of the Dragons for the possession of 17th century Asia! This game offers two Ramps and two Lanes for exciting pinball action.

## WARLOCK

Judgment Day has arrived, and you face the Warlock for the final challenge, and the final judgment. How do you plead?

To read more about each pinball game, see *The Machines*, pg. 10.

## INSTRUCTIONS

A description or online description of the game.

## COLOR BAR

Customize your game. See pg. 5.

## EXIT

Select this to exit the Main Menu.

# OPTIONS

Press the D-Pad Up or Down to select an option, and press the D-Pad Left or Right to change features within that option.

## PLAYERS

Select a game for one or two players. In a 2-player game, each player takes turns shooting a ball.

## CONTROLLER

Change the button functions of your Controller. Choose from two different configurations. In a 2-player game, button configurations are the same for both Controllers.



## BGM (BACKGROUND GAME MUSIC)

Turn the game's background music On or Off.

## INSTRUCTIONS

A description or online description of the game.

## COLOR BAR

Select this option and press any button to bring up a color bar screen. Press again to return to the Options screen.

## EXIT

Select this option to save changes, then press the **Start Button** to return to the Main Menu.

# THE RULES

The following rules apply to all four machines.

## POWER SELECT

Before each new ball is launched, three different types of bonus are displayed at random. Obtain the desired bonus by pressing any button, and launching the ball the moment the bonus is highlighted. For more information, see *(Random Values, pg. 7)*.

## NEPTUNE'S TRIDENT (ALL MACHINES EXCEPT DRAGON SHOWDOWN)

At the top of each machine are three target Lanes. Light all three to obtain a special bonus. Use either Flipper to move the lit lane from right to left. Names vary according to game, **LIGHT, LOVE AND LIFE** (Knight of the Roses) or **REST IN PEACE** (Warlock).

## FREEZE

Did you lose the ball only a few seconds after launching it? Don't move! A replacement ball will be fired automatically.



## RAMP SHOT

Each time you shoot the same Ramp five times, you pick up one million points times the number of Ramps you shot. When you shoot the Ramp 7, 13, 17, 23, 27 or more times, the Mystery bonus lights up. The Mystery bonus has a different name in each game: SENATOR (Gladiators), WIZARD (Knight of the Roses), SHRINE (Dragon Showdown), and WEREWOLF (Warlock).

## MYSTERY VALUE

Shoot a hole where MYSTERY is flashing to obtain a bonus selected at random.

## MILLION GRAIL

When activated, hit a Jet Bumper or Sling Shot to add \$25,000 points to the Million Grail. It has no initial value. If the Million Grail exceeds 10 million points, you receive bonus points upon shooting the next hole.

## DEATHWATCH

Obtain this by launching your ball when the DEATHWATCH indicator is lit. You then receive a Deathwatch bonus when your ball passes through either Out Lane. In Dragon Showdown, Deathwatch is called HARAKIRI.

## SONS OF MARS

Shoot the ball into the sons of Mars hole twice, and start a countdown with 20 million points. Pick up the number of points remaining on the countdown with the next Ramp you shoot.

## VICTOR'S PALM

Shoot the ball into the holes that flash to activate this bonus. Complete the spelling of V-I-C-T-O-R and score 25 million points.

## RAGE BOUNTY (DRAGON SHOWDOWN) AND DREAD BOUNTY (WARLOCK)

Shoot the Multiball holes to spell out either R-A-G-E or D-R-E-A-D, and win the bonus displayed. Bounty values are given as follows:

When game starts	30 million
When Round starts	4 million
When player shoots a Ramp	2.5 million
When all switches are activated	100,000

**Top Lane Bonus** - Shoot the Top Lane for the following bonus points:

First	5 million
Second	10 million
Third	15 million
Fourth	20 million
Fifth	30 million

**Out-Hole Bonus** - The following bonus points are added when you lose the ball through the Out Hole:

When you shoot a Ramp	1 million
When Round starts	1 million
When switch is activated	250,000

## RANDOM VALUES

In Power Select and Mystery Value, the following values are available. For Power Select, launch the ball when the value is highlighted to receive that value.

## 45-SECOND SHIELD

Any ball lost within the first 45 seconds after launch is automatically restored. This feature can be used an unlimited number of times.

## LITE DEATHWATCH

The Deathwatch indicators on both Out Lanes are lit. Lose a ball through either Out Lane, and Deathwatch awards you at least 20 million points.

## 10 MILLION/25 MILLION

You automatically receive the indicated number of points.

## RISE SONS OF MARS

Awards an additional 10 million points for each sons of Mars you complete.

## 2X PLAY FIELD

Doubles scores for all switches activated on the playfield once the Round starts.

## RANDOM VALUES

### LONGER TIMERS

Extends the time limitations on any timed Rounds until the ball is lost.

### SUPER JETS

Increases Jet Bumper award to 500,000 points per hit.

### SUPER KICKBACK

Activates the Kickback feature.

### LITE EXTRABALL

Lights the Extraball target.

### START LIT ROUND

Allows you to activate a Round that had been on standby.

## TILT

You can control the action of the ball by shaking the playfield the same way you would on a real pinball machine. This technique is known as "nudging". Nudging can help you achieve higher scores or save balls, there's a price

to pay. As in real pinball machines, a tilt-sensor reacts to the motion of the machine and issues a DANGER signal when the shaking gets too rough. If you ignore the warning

and continue to shake the playfield, the game tilts. Tilting the game causes you to lose the ball you are playing, and clears the playfield of all Rounds and bonuses.



## GAME OVER

When you run out of balls, the game ends. Press the Start Button when the BATTLE AGAIN countdown appears to continue playing.

Press any other button to speed up the countdown.

## HIGH SCORE ENTRY

If you made a high score, you will be asked to enter your initials. Scroll through the characters by pressing the D-Pad Left or Right, and make your selection by pressing the X Button. Cancel a selection by pressing the A Button.



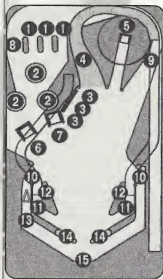
## SPECIAL BONUS AND MULTIBALL FEATURES

All the pinball machines in this game have a Multiball Mode and nine special Rounds that are activated by shooting the ball into the Round Hole. The Rounds are displayed in the center of the playfield, above the flippers. A Round on standby will flash on this display. A Round in progress or completed will stay lit. Complete all nine Rounds to activate the ultimate final Round. Methods for activating Multiball Mode and number of points awarded in Rounds vary with each game.

# THE MACHINES

## GLADIATORS

It's the height of the ancient Roman Empire, and the slaves, trained as gladiators, battle in the arena for the entertainment of Roman citizens. To the victors, the skilled, and the lucky, go glory and freedom. To losers, goes a bloody end. It's time for you to salute the Emperor and step into the arena. What awaits you? Glory...or death?



### Configuration

- |                           |                 |
|---------------------------|-----------------|
| 1. Top Lane               | 9. Right Lane   |
| 2. Jet Bumper             | 10. Out Lane    |
| 3. Drop Target            | 11. Return Lane |
| 4. Ramp                   | 12. Sling Shot  |
| 5. Arena (Multiball Hole) | 13. Kickback    |
| 6. Sons of Mars Hole      | 14. Flipper     |
| 7. Round Hole             | 15. Out Hole    |
| 8. Left Lane              |                 |



## GLADIATORS MULTIBALL MODE

Shoot the Arena (5) six times to light up the Multiball target. Hit the target, and the multiballs will be shot automatically. The Ramp (4), Left Lane (8) or Right Lane (9) will start to flash if shot, and the player can get Round bonus which is calculated as follows:

# THE MACHINES

### Initial Bonus

For each completion of Drop Targets  
Initial bonus for Arena Round

15 million

5 million

200 million (Shooting Arena  
after completion of Drop Targets)

Additional Arena Round Bonus for activation of all switches is 5 million for each activation

## ROMAN TRIUMPH

When this Round is active, activate 10 switches within 15 seconds to gain an extra ball and reset the time counter so you can try for another 10 switches. You can win a maximum of 6 extra balls. If you have more than one ball in play during this jackpot, 250,000 points are added for each ball in the playfield.

## SPQR

Shoot the Ramp (4), Left Lane (8), Right Lane (9) and Arena (5) in that order to score a bonus of 10, 20, 30 and 40 million points.

## RETIRARIUS

Shoot one of the Retirarius Drop Targets (3), for 5 million points. Complete all Drop Targets on the field and receive 10 million points plus an additional 10 million points added to the total for each successive completion.

## THRACIANS

When the Thracians timer is activated, shoot the Jet Bumper (2) and Sling Shot (12) seven times for a 30 million point bonus.

## CHARIOT RACES

During this 3-ball multiball play, shoot the Left Lane (8), Right Lane (9) and Ramp (4) for 10 million bonus points.

## EMPIRE

With this jackpot activated, shoot the Ramp (4) for 10, 20 or 30 million points.

## BLOODY ARENA

During this 2-ball multiball play, shoot a ball into the Arena (4) for a 10 million point initial bonus. Complete Drop Targets for an additional 5 million points.

## LITE SENATOR

This lights the Senator target for a Ramp Shot bonus (see Ramp Shot pg. 6 for more information).

# THE MACHINES

## LITE EXTRABALL

This lights the Extraball Hole. Shoot for the hole to receive an additional ball.

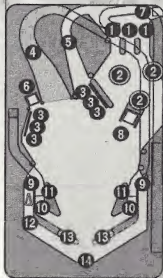
## GLADIATOR SHOW (ULTIMATE ROUND)

This brings up a 8-ball multiball play. Any switch shot within 30 seconds gives you 1 million points. Shoot the Arena (5) three times to restart the countdown the first time; then add one shot for each additional restart.

## KNIGHT OF THE ROSES

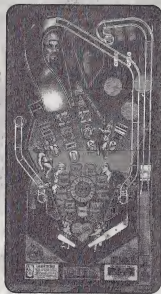
It is the 16th century, the age of chivalry and honor. An evil image has kidnapped the princess of a small western kingdom and imprisoned her in a cave. He also holds the kingdom's people as hostages. Will all be lost?

Then out of the mists, a magnificent knight bearing a rose standard appears to rescue the princess and save the realm. You are the Knights of the Roses, and the fate of the kingdom is in your hands!



### Configuration

- |                      |                 |
|----------------------|-----------------|
| 1. Top Lane          | 8. Round Hole   |
| 2. Jet Bumper        | 9. Out Lane     |
| 3. Drop Target       | 10. Return Lane |
| 4. Ramp              | 11. Sling Shot  |
| 5. Rose Lane         | 12. Kickback    |
| 6. Sons of Mars Hole | 13. Flipper     |
| 7. Lock Hole         | 14. Out Hole    |



# THE MACHINES

## KNIGHT OF THE ROSES

### MULTIBALL MODE

Shoot all Drop Targets (3) to light the Lock Hole (7). Shoot the Lock Hole when lit to lock your ball, and receive a replacement. Lock the ball three times to start Multiball Mode. During Multiball Mode, shoot the Ramp (4) for the following jackpots:

Initial Bonus	15 million
For each completion of Drop Targets	5 million

Shoot the Rose Lane (5) to obtain a Double Jackpot and begin a 6-ball play. Complete the word R-O-S-E to activate the Rose Jackpot, then shoot the Lock Hole (7) for 100 million points.

After shooting a Rose Jackpot, shoot R-O-S-E a second time, then shoot Ramp (4) for a Super Jackpot. This gives you a bonus of 200 million points, with an additional 5 million for the activation of all switches.

## ROSES

When this Round is active, activate 10 switches within 15 seconds to gain an extra ball and reset the time counter, so you can try for another 10 switches. You can win a maximum of 6 extra balls. If you have more than one ball in play during this jackpot, 250,000 points are added for each ball in the playfield.

## RETURN TO THE CASTLE

A countdown starts from 50 million points. Shoot the Ramp (4) to obtain the bonus displayed.

## GUARDIAN ANGELS

Shoot a Guardian Angels Drop Target (3) for 5 million points. Complete all Drop Targets and receive 10 million points for each Drop Target, plus an additional 10 million points for completion.

## SAVE PRINCESS

Shoot the Lock Hole (7) before the countdown ends for 50 million points.

## DRAGON CAVE

During this Round, shoot the Ramp (4) for 10, 20 or 30 million points.



# THE MACHINES

## BLACK KNIGHT

During a 3-ball multiplay, a countdown starts from 30 million points. Shoot the Lock Hole (7) before the countdown reaches 5 million points. If you make Black Knight, the countdown restarts from the score where Black Knight was made with 10 million extra points.

## TAKE UP THE GAUNTLET

During this 2-ball multiball play, shoot the Ramp (4) for 10 million points. Shoot all Drop Targets (3) for an additional 5 million points.

## LITE EXTRABALL

This lights the Extraball Hole. Shoot the hole to receive an extra ball.

## LITE WIZARD

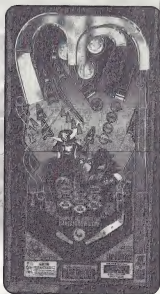
This lights the Wizard target for a Ramp Shot bonus (see Ramp Shot, pg. 6, for more information).

## NECROMANCER (ULTIMATE ROUND)

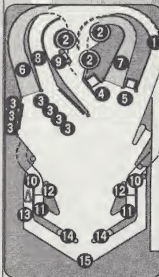
During this 6-ball multiball play, shoot the Ramp (4) for 30 million points. Score an additional 5 million points for each subsequent Ramp. Shoot all Drop Targets for an extra bonus of 5 million points.

## DRAGON SHOWDOWN

In the 17th century, Japan was torn by war between its individual holdings. Gradually, the smaller holdings collapsed and were absorbed by the most powerful ones, until finally the country was divided into two major powers. Now the final battle has begun. The finest, most courageous samurai warriors and the Descendants of the Dragon have been summoned to fight on each power's behalf. As one of these awesome warriors, you must battle bravely and well.



# THE MACHINES



## Configuration

1. Loop
2. Jet Bumper
3. Samurai Spot Target
4. Dragon Hole
5. Round Hole
6. Ramp 1
7. Ramp 2
8. Lane 1
9. Lane 2
10. Out Lane
11. Return Lane
12. Sling Shot
13. Kickback
14. Flipper
15. Out Hole

## DRAGON SHOWDOWN MULTIBALL MODE

Shoot all Samurai Spot Targets (3), then shoot the Dragon Hole (4) to start Multiball Mode. During Multiball Mode, shoot any Ramp for the following jackpots:

Initial Bonus 15 million

Completion of Samurai Spot Target or other Jackpot 5 million

Shoot the Dragon Hole again for a Dragon Jackpot of 100 million.

Shoot any of the Ramps to prepare a Super Jackpot, and shoot the Dragon Hole again for 200 million points. Receive an additional 5 million points if all switches are activated.

## THUNDERBALLS

When this Round is active, activate 10 switches within 15 seconds to gain an extra ball, and reset the time counter so you can try for another 10 switches. You can win a maximum of 6 extra balls. If you have more than one ball in play during this jackpot, 250,000 points are added for each ball in the playfield.

## TO THE TEMPLE

Shoot Ramp 1 and Ramp 2 then Lane 1 and Lane 2 – in that order – for a bonus of 10, 20, 30 and 40 million points.

# THE MACHINES

## FEED DRAGON

When activated, shooting the Dragon Hole (4) before the countdown ends awards you 50 million points.

## LORDS OF THE DRAGONS

When active, shoot any Ramp for 10 million points.

## KONQUERORS

In this 3-ball multiball play, a Ramp or Lane flashes at random and a countdown begins from 30 million points. Shoot the flashing Ramp or Lane before the countdown reaches 5 million points to get the bonus displayed. Shoot the Ramp or Lane again to obtain the points displayed plus 10 million points.

## SAMURAI WARRIORS

Shoot the Spot Targets (3) before the countdown ends for 10 million points each.

## SORCERESS

When active, shoot the Jet Bumper (2) or Sling Shot (12) seven times within the time limit for 30 million points.

## LITE EXTRABALL

This lights the Extraball Hole. Shoot the hole to receive an extra ball.

## LITE SHRINE

This lights the Shrine target for a Ramp Shot bonus (see Ramp Shot, pg. 6, for more information).

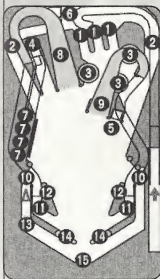
## BANZAI SHOWDOWN (ULTIMATE ROUND)

During 6-ball multiball play, shoot any Ramp or Lane for 10 million points each. After every five completions, values for each Ramp or Lane increase by 10 million and up to 50 million points per shot.

# THE MACHINES

## WARLOCK

Judgment Day has arrived. The world awaits the return of the one known as Warlock – a grim-faced warrior bearing a bloody sword. Some call him Creator; others call him Destroyer, but no one knows for certain. The Warlock's true identity will become known once he pronounces his final Judgment.



### Configuration

- |                           |                 |
|---------------------------|-----------------|
| 1. Top                    | 9. Right Ramp   |
| 2. Lane                   | 10. Out Lane    |
| 3. Jet Bumper             | 11. Return Lane |
| 4. Multiball Hole         | 12. Sling Shot  |
| 5. Round Hole             | 13. Kickback    |
| 6. Sons of Mars Hole      | 14. Flipper     |
| 7. White Wolf Spot Target | 15. Out Hole    |
| 8. Left Ramp              |                 |

## WARLOCK MULTIBALL MODE

Complete the spelling of UNDERTAKER by shooting the Left Ramp (8) or Right Ramp (9). Shoot the Multiball Hole (4) while in Multiball Mode, and the following Jackpot bonuses are given:

Initial Bonus	5 million
Completion of White Wolf Spot Targets	5 million

Shoot the Left Ramp (8) or Right Ramp (9) to complete the spelling of UNDERTAKER for the Coffin Jackpot. Shoot the Left Ramp (8), Right Ramp (9) or Lane (2) for 250 million points and a 6-ball multiball play.

During a 6-ball multiball play, repeat the process for a Coffin Jackpot, and receive an Undertaker Jackpot Bonus of 1 billion points!

# THE MACHINES

## MOONSTRUCK JACK

When this Round is active, activate 10 switches within 15 seconds to gain an extra ball, and reset the time counter so you can try for another 10 switches. You can win a maximum of 6 extra balls. If you have more than one ball in play during this jackpot, 250,000 points are added for each ball in the playfield.

## WHITE WOLF MILLIONS

Shoot a White Wolf Spot Target (7) for 5 million points per hit, and get 30 million points for completing the target.

## BLOODY JETS

When active, shoot the Jet Bumpers (3) for 1 million points initial value, and 250,000 for each subsequent hit.

## SACRIFICE

When activated, a countdown begins from 100 million points. Shoot the Multiball Hole (4) to score the points indicated on the screen.

## THUNDERSTORM

When activated, shoot the Ramp indicated for 10, 20 or 30 million points.

## DEATHBRINGER

When activated, shoot the Left Ramp (8) or Right Ramp (9) within the time limit to score 10 million points.

## RATS

During this 3-ball multiball play, the counter starts from 30 million points. Shoot any hole before the counter reaches 5 million to score the points displayed and restart the countdown from the last score plus 10 million points.

## LITE EXTRABALL

This lights the Extraball Hole. Shoot the hole to receive an extra ball.

## LITE WEREWOLF

This lights the Werewolf target for a Ramp Shot bonus (see Ramp Shot, pg. 6, for more information).

## LAST JUDGMENT (ULTIMATE ROUND)

During this 8-ball play, shoot the Left Ramp (8), Right Ramp (9) and Lane (2) for the Last Judgment. The initial value is 20 million points with a 10 million point bonus if any of the three areas are shot more than once. Maximum points awarded per shot is 90 million. This play will continue until the last extra ball is lost.

# 90 DAY LIMITED

Time Warner Interactive warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. Time Warner Interactive agrees to either repair or replace of its option, free of charge, any Time Warner Interactive software product. Before any returns are accepted you must call our warranty department (408) 473-9400 for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

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Address all correspondence regarding this Time Warner Interactive game to:

Time Warner Interactive Warranty Department,  
P.O. Box 360782, Milpitas, CA 95036-0782

Repairs after expiration of warranty:

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If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective CD to Time Warner Interactive. Return the defective CD, freight prepaid, to Time Warner Interactive at the address below. Enclose a check or money order for \$20.00, payable to "Time Warner Interactive." Time Warner Interactive will, at its option, subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective will be returned and the \$20.00 payment refunded.

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Milpitas, CA 95035-0782

## Problems or Questions?

We recommend that you read this instruction manual to learn and master the operation of this game.

Should you have any further problems or questions about playing this game, please call a game counselor at 408-433-3999.

Monday through Friday from 9:00 am - 1 pm and 2pm - 6:00pm Pacific time.